

Asmik
Corporation of America



Printed in Japan

Nintendo

GAME BOY®

INSTRUCTION MANUAL

DMG-MY-USA

MYSTERIUM™

Asmik
Corporation of America

Thank you for purchasing the MYSTERIUM™ Game Pak for GAME BOY® created for you by Asmik Corporation of America.

Before you start to play, please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet safe for future reference.

Precautions:

1. If you play for long periods, take a 10 to 15 minute break every hour or so.
2. This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Also, do not disassemble the unit.
3. Don't touch the terminals or let them come into contact with water, as this can cause malfunction.
4. Don't wipe this equipment with volatile solvents such as thinner, benzene or alcohol.



Contents

3. The Story
4. Getting Started
7. Control Features
9. Hallway Controls
11. Clearing a Level
13. Maps
19. Transformations
28. Items That Disintegrate
29. Obstacles Within the Mysterium

Looking for great game clues, tips and secrets? Be a charter member of the Asmik Klue Klub. The first 2,500 members will receive a FREE GIFT! It's easy — Just purchase any Asmik game and fill out the enclosed reply card or send in the proof of purchase to Asmik Corporation of America, KLUE KLUB, 50 North La Cienega Blvd., Suite 214, Beverly Hills, CA 90211. (213) 854-9777.

The Book of ALCHEMY

The Story

Your life long fascination with alchemy is about to be tested. You have come to the famous alchemist Hermetrix™ and been accepted as his apprentice.

The task of an alchemist is to magically convert metals and minerals into gold and other useful items.

After a short introduction to alchemy, Hermetrix has sent you to the Mysterium™ to prove yourself. Here you must find your way through twisting halls created by the Arimasp,™ a race of giant ants who live in the Mysterium.

You must use the pools of transformation with your knowledge of alchemy to create any item you will need.

To pass the test, you must learn the nature of each metal and mineral, and the transforming powers of each process: fire, water, acid and mercury.

When you have mastered alchemy you may succeed in the final test. You must rescue the giant ant civilization and Cadmia,™ the alchemist who tried before you.

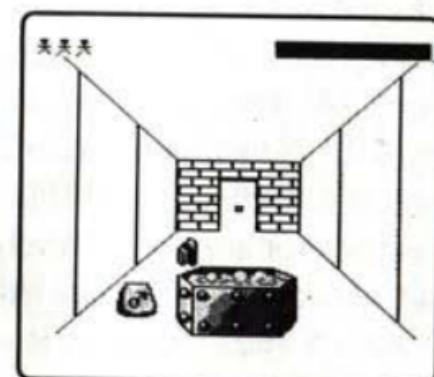
Getting Started

TO BEGIN insert THE MYSTERIUM™ Game Pak in your GAMEBOY® and turn the power ON.

The title screen will appear, press the START BUTTON now. Then press any key to read the words of Morda the Arimasp's representative.

LET'S WALK THROUGH THE FIRST HALL TOGETHER.

At the beginning of the game you are standing in a hall. In the distance you can see a few items on the floor. Walk to the first item by pressing up on the control pad. You are now standing on a "POOL OF FIRE." Press the select button and your inventory will appear. The bottom of the GameBoy screen now says "POOL OF FIRE" and "IRON," this tells you that IRON is on the floor. The item IRON which is blinking off and on can now be



added to the inventory by pressing the A button. You will now see a description of IRON.

The next item is one step forward, let's pick it up. Stand on top of the item and press the select button, now you see the inventory, press the A button adding the item to the inventory. The item is a scroll. Now, read the valuable words. The scroll says that IRON dropped into FIRE will make a glass key.

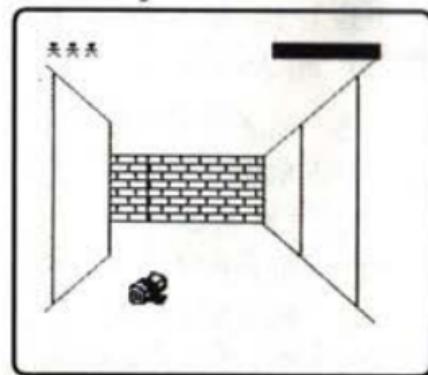
Next, using the control pad turn around and look down the hall away from the door. You will see one last item at the far side of the hall. Walk to the item and pick it up. This item is a lizard. Go to the inventory screen and select USE. Then, press the A button and the bottom of the GameBoy screen will say "USE WHICH ITEM." Now, with the control pad, select lizard and press the A button to confirm your choice. The bottom of the screen now says YOUR VISION SHARPENS. The lizard will allow you to see which key is needed for any door in level one.

Walk to the door in the first hall and "USE" the glass key you made in the "POOL OF FIRE." The door is now open and you are ready to adventure into the Mysterium.

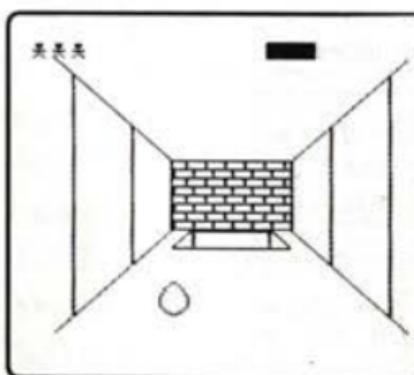
To look at or read an item that is already in your inventory press the select button to enter the inventory screen. Then select the command "LOOK" with your control pad, then select which item. If you become confused always read the bottom line on the GameBoy screen, this is a question and answer area.

READ ANY SCROLL OR CRYSTAL YOU MAY FIND

The messages will contain details and formulas for an alchemist. These items may not be transformed.



A SCROLL



A CRYSTAL

Control Features



Before playing MYSTERIUM™,
quickly review the play screen and
the inventory screen.

1. Health Meter
2. Remaining Lives
3. Aim Indicator

1. Items
2. Drop
3. Look
4. Use
5. Get
6. Song
7. Paus
8. Stat
9. Map
10. On floor
11. Items
12. Readied Item
13. Response Area

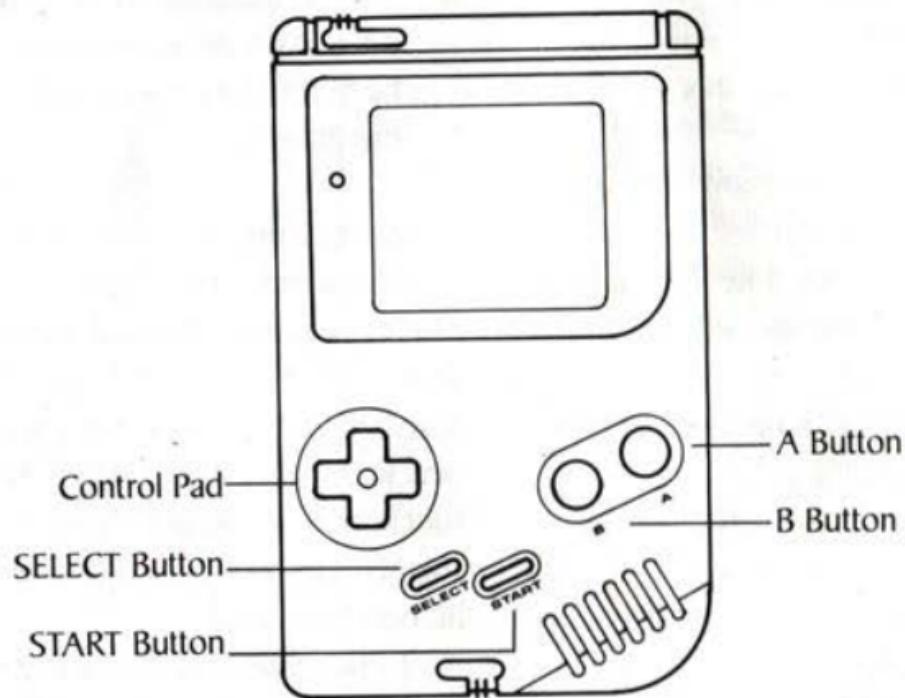
1. These items are in your inventory.
2. Drop items with this command.
3. Look at or read any item with this command.
4. Check to see if items you find or make are usable with this command.
5. This will pick up the item you are standing on.
6. Turn the music on or off with this command.
7. Pause the game from the inventory screen.
8. Status of the player.

9. Map of the level, this map will only reveal areas you have been to. Make sure to add the details.

When a new item is found or created select "USE" from the inventory screen to see if that new item is functional at that time. Selecting "USE" will make your new weapon or item readied or functional. All weapons and shields must be readied or they will be non-functional.

To become a master alchemist read the following instructions:

Hallway Controls



A BUTTON:

Pressing the A button will fire your weapon. During the beginning of a game your weapon is a power staff of light strength.

B BUTTON:

The B button will turn the Aim mode on or off. The Aim mode, will allow you to use the control pad to aim the fire of your weapon side to side in a single hallway. To leave the aim mode after using a weapon press the B button again. (Note: When in the aim mode, the word Aim will appear at the top of the screen.)

START BUTTON:

Play Screen:

Press the start button to pause the game.

SELECT BUTTON:

Pressing the select button switches you between the playing screen and the inventory screen.

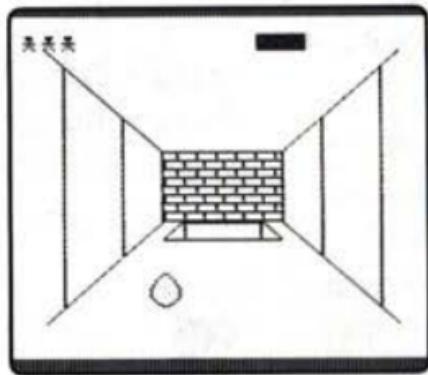
CONTROL PAD:

Play Screen:

Up moves you forward, left and right turn you in the selected direction and down moves you backward.

Clearing a Level

A level will be cleared in the Mysterium when you walk on the exit chute.

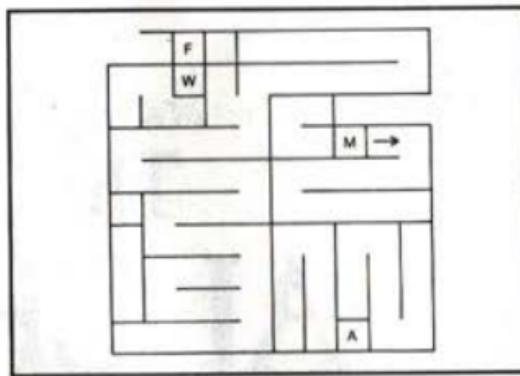


The Book of **ALCHEMY**

Items.
Weapons
and
Transformations.

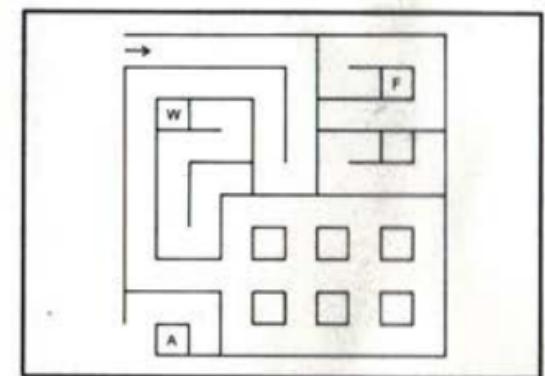
Maps

When you discover the layout of each Arimaspi territory add the shape and details to these pages.

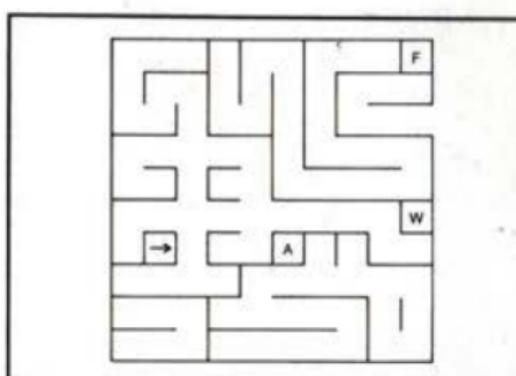


Level 1

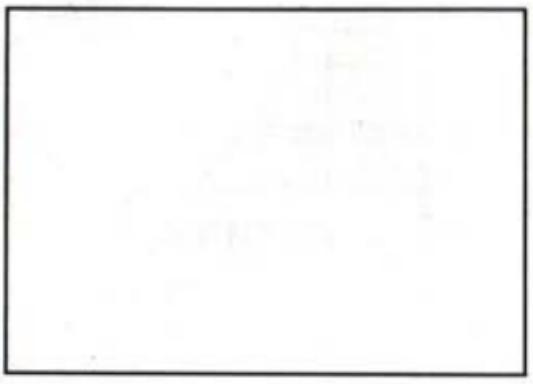
Notes



Level 2



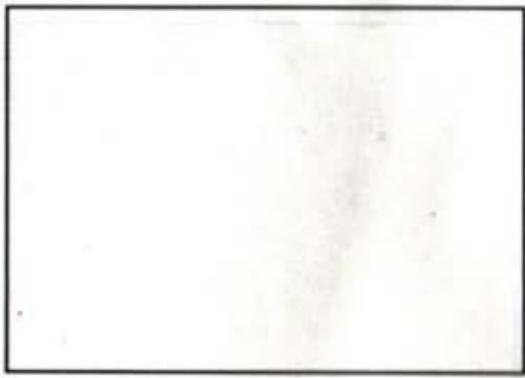
Level 3



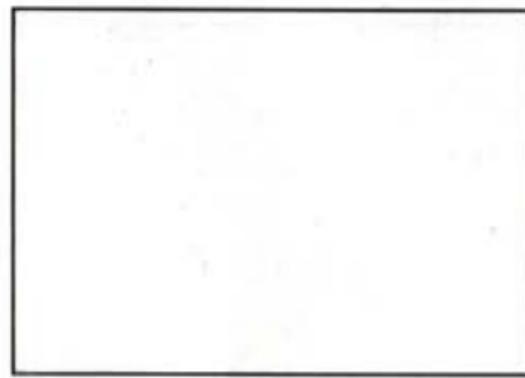
Level 4
Notes



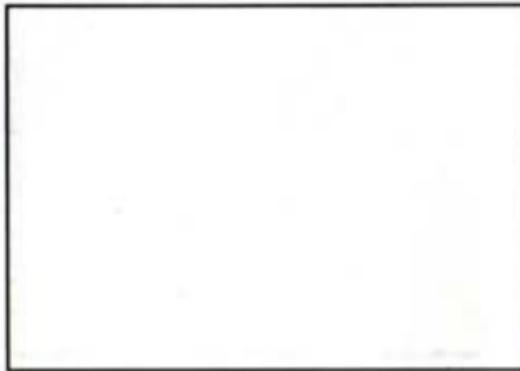
Level 5



Level 6



Level 7

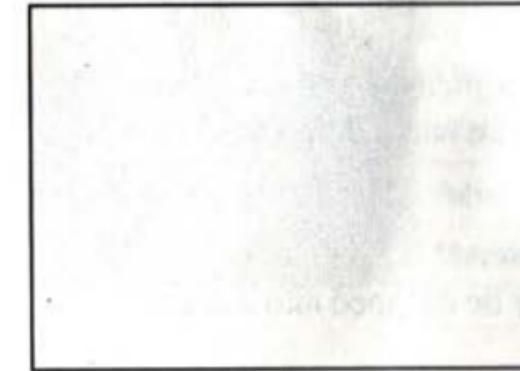


Level 8

Notes



Level 9



Level 10

More notes:

Transformations

When you locate a pool of acid, fire, water or mercury, you may choose to drop some items into the pools changing them into a different form.

TRANSFORMATION LIST:

Log the different transformations possible

150 items and four pools, each item may be dropped into any pool.

Level 1

| Phase 1 | Iron | Phase 2 | Gl. Key | Chelidon | Ray-Sword |
|----------------|-----------|----------------|-----------|-----------|-----------|
| Fire | Gl. Key | Fire | Monster | Shield | Stone Key |
| Water | Chelidon | Water | Stone Key | Red Rose | Torch |
| Acid | Monster | Acid | Mirror | Glass Key | Monster |
| Mercury | Ray-Sword | Mercury | Al. Flask | Monster | Staff |

Phase 3

Level 2

| Phase 1 | Tin | Phase 2 | Arrows | Honey | Blue Key |
|----------------|----------|----------------|---------|----------|------------|
| Fire | Arrows | Fire | Wh. Key | Pendent | Monster |
| Water | Honey | Water | Balsam | Wh. Lily | Wh. Key |
| Acid | Monster | Acid | Monster | Blue Key | Si. Arrows |
| Mercury | Blue Key | Mercury | Staff | Monster | Wh. Lily |

Phase 3

Level 3

| Phase 1 | Copper | Phase 2 | Shield | Red Egg | Red Key |
|----------------|---------|----------------|---------|-----------|-----------|
| Fire | Shield | Fire | Red Key | Ray-Sword | Monster |
| Water | Red Egg | Water | Oil | Egg Flask | Gold Key |
| Acid | Red Key | Acid | Monster | Gold Key | Wand |
| Mercury | Monster | Mercury | Staff | Monster | Nightsha. |

Phase 3

Level 4

| Phase 1 | Sulphur | Phase 2 | Stone Key | | |
|----------------|-----------|----------------|-----------|------------|---------|
| Fire | | Fire | | Miss. Ring | |
| Water | Bik. Rose | Water | | | |
| Acid | | Acid | Wand | Stone Key | Monster |
| Mercury | Monsier | Mercury | | | |

Phase 3

Level 5

| Phase 1 | | Phase 2 | | Wh. Key | |
|----------------|---------|----------------|---------|-----------|--------|
| Fire | Monster | Fire | Shield | | |
| Water | | Water | | | Tartar |
| Acid | | Acid | | Lit. Wand | |
| Mercury | | Mercury | Monster | | |

Phase 3

Level 6

| | | | | | |
|---------|----------|---------|----------|--|-----------|
| Phase 1 | Antimony | Phase 2 | Red Lily | | |
| Fire | | Fire | | | |
| Water | | Water | | | Wh. Cider |
| Acid | Gray Key | Acid | Gray Key | | |
| Mercury | | Mercury | | | |

Phase 3

Level 7

| | | | | | |
|---------|--|---------|--|--|--|
| Phase 1 | | Phase 2 | | | |
| Fire | | Fire | | | |
| Water | | Water | | | |
| Acid | | Acid | | | |
| Mercury | | Mercury | | | |

Phase 3

Level 8

| Phase 1 | | Phase 2 | | | |
|---------|--|---------|--|--|--|
| Fire | | Fire | | | |
| Water | | Water | | | |
| Acid | | Acid | | | |
| Mercury | | Mercury | | | |

Phase 3

Level 9

| Phase 1 | | Phase 2 | | | |
|---------|--|---------|--|--|--|
| Fire | | Fire | | | |
| Water | | Water | | | |
| Acid | | Acid | | | |
| Mercury | | Mercury | | | |

Phase 3

Level 10

| Phase 1 | Phase 2 | Phase 3 | | |
|---------|----------------|---------|--|--|
| Fire | Fire | | | |
| Water | Water | | | |
| Acid | Acid | | | |
| Mercury | Mercury | | | |

Phase 3

Items that Disintegrate

Some items will disintegrate when dropped into any pool. These items are:

1. Any Scroll
2. Any Crystal
3. Any Lizard
4. Any Torch

Transformations may be forecasted by the stability of an item before dropped. To find out how an item will transform select "look" on the inventory screen.

Stable items may be changed. Unstable items will turn to dust. Unstable keys will always turn to key dust.

● Obstacles within the Mysterium

LIST OF ENEMIES

Djinn
Pink Dragon
Your Shadow
Winged Serpent
Stone Golem
Saltigrade Spider
Phoenix
An Ogre
Green Lion

SPINNERS

Areas you walk through that quickly turn the direction you are traveling in, these may confuse you unless you quickly turn in the opposite direction and proceed. By doing this you will be traveling in the right direction again.

Asmik Corporation of America Limited Warranty

Asmik Corporation of America (hereinafter 'ACOA') warrants to the original purchaser of this ACOA software product that the medium on which this computer program is recorded, is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACOA software program is sold "as is," without expressed or implied warranty of any kind, and ACOA is not liable for any losses or damages of any kind resulting from the use of this program. ACOA agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge any ACOA software product, postage paid with proof of date of purchase at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACOA software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACOA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACOA BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS ACOA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages; so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Asmik Corporation of America
50 North La Cienega Blvd., Suite 214
Beverly Hills, CA 90211

TEL (213) 854-9777